

"Creative dominoes"

Ref. 20529





CREATIVE DOMINOES

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CONTENT:

The cards in this original and creative dominoes set are square shaped. The game comprises 28 domino cards of two colours and 7 "diamond" cards. The size of the cards is 9 x 9 cm. They are made from strong, very hard wearing and high quality thick cardboard.

DESCRIPTION OF THE CARDS

- **DOMINO** cards: These are cards of two colours.
- **DIAMOND** cards: These are guide cards that show the four different tones of a single colour that can be associated on the domino.
 - 1. They can form part of classic dominoes as another card, or be left on the table as a guide.
 - 2. They can be used to close a colour group when playing the "Creative Dominoes" option.

RECOMMENDED AGE:





From 3 to 8 years.

The size of the cards enables them to be handled easily and enables the participation of both children and adults.

LEARNING OBJECTIVES:

- To develop attention and observation.
- To work on colour association.
- To improve visual-spatial intelligence.
- To encourage creativity.



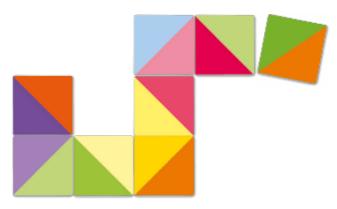


GAME INSTRUCTIONS:

CLASSIC DOMINOES:

- 1. Shuffle all of the dominoes cards and share them out among the players (maximum of 7 cards per player). If there are cards left over, they are placed faced down in a pile on the table.
- 2. The youngest player with a double card starts, in other words, the one who has a card with two tones of a single colour.
- 3. In each turn, the players should place a card that matches with one of the colours of the cards at the ends. If the player doesn't have a card, they will pick one up from the pile until they can go. If there are no cards left in the pile, it will be the next player's turn.
- 4. The first one to get rid of all of their domino cards will be the winner.
- 5. If the game cannot continue, the one with the fewest cards wins. In the event of a tie, the winners will be all those who have the fewest cards.

Example of classic dominoes:



CREATIVE DOMINOES:

- 1. Shuffle all of the dominoes cards and share them out among the players (maximum of 7 cards per player). If there are cards left over, they are placed faced down in a pile on the table.
- 2. The youngest player with a double card starts, in other words, the one who has a card with two tones of a single colour.
- 3. In each turn, the players should place a card that matches with one or more of the colours of the cards on the table. If the player doesn't have a card, they will pick one up from the pile until they can go. If there are no cards left in the pile, it will be the next player's turn.
- 4. The first one to get rid of all of their domino cards will be the winner.
- 5. If the game cannot continue, the one with the fewest cards wins. In the event of a tie, the winners will be all those who have the fewest cards.





Example of creative dominoes:



Option with **DIAMOND** cards:

- 1) They can form part of classic dominoes as another card that is shared out at the start of the game.
- 2) They can be left on the table and used to close a colour group. See example:





